

---

## 4. Connect Four

**Program Name:** ConnectFour.java

**Input File:** connectfour.dat

You might have played the Connect Four game, where players alternately put red and blue tokens in at the top of a column chosen from an array of 7 columns 6 rows high. There are 21 tokens of each color, so it is possible to completely fill in the board. The players take turns placing tokens at the top of each column, which then fall to the bottom of the column, or on top of any token already there. A win is when a player has 4 of his own tokens in a row -- vertically, horizontally, or diagonally. Write a program to determine if the given pattern of 'r' and 'b' tokens is a win or not, and if so, who won the game.

### Input

The first line is N, indicating the number of 6X7 game boards that follow.

Each character on the board is either an 'r', 'b' or '-', indicating a red token, blue token, or empty space. All boards indicate a real game, with blanks only at the tops of the columns (no magically suspended tokens).

### Output

For each test case, output "Red Wins", "Blue Wins", or "No win".

### Example Input

```
3
-----
-----
---r---
brbr---
brbr---
brbr---
-----
-----
-----
rrr----
bbbb---
rbbrrrb
rbrbbbr
bbrbrrb
brrrbrr
brbbrrb
rbbrrbr
```

### Example Output

```
Red Wins
Blue Wins
No win
```